

Terrain	LOS	TEM(ind)	Inf.	Fully Tracked	Half-track	Notes
<b>Debris</b>	Half-level LOS Hindrance, Inherent, Concealment	+1/+1 Case A TH DRM not doubled	1+COT	1/4 MP + Bog	NA	1. Hin. cum. w/Factory TEM/Hin. 2. No kindling, can't catch fire. Cleared like Fallen rubble (O3.2, B24.71), but contra B24.71, can't be totally Cleared. 3. +1 Bog DRM (add. +1 DRM for entry of factory location, if applicable). 4. Dash, road bonus, veh. road rate NA except via TB. 5. Fortifications possible unless other terrain prevents. Manholes usable.
<b>Roofless Factory Hex/ Factory Debris</b>	Factory Debris is Half-Level LOS Hindrance, Concealment	See Note 3.	1+COT	As regular Debris	NA	1. Not inherent; exists only in bldg. Unclearable. 2. Bldg. TEM applies to Direct Fire attack traced from outside Factory. 3. Indirect Fire and Fire from w/in Factory are subject to Factory TEM (+1) and Factory debris TEM (+1). Debris Hindrance cumulative with Roofless Factory Hex Hindrance. 4. EC & Weather apply to Roofless Factory Hex; see O5.441 for Wind/Smoke.
<b>Printed Rubble</b>	1/2 Level LOS obstacle, Inherent, Concealment	+2/+2 Wood +3/+3 Stone	3	1/2 MP allotment +Bog	NA	1. Only printed Rubble considered Fallen is that in road or gully Location (B24.71). Can't be totally cleared. 2. No Cellar Locations.
<b>RB Factories</b>	2 1/2 Level LOS obstacle w/ printed stairwell; 1 1/2 LOS obstacle w/o stairwell. No upper floors. +1 half-level Hindrance for LOS traced w/in factory	+3/+3 (if stone) for fire from outside factory; +1/+1 for fire from inside factory.	2 from outside factory; 1 w/in factory. 1 if through vehicle entrance	1/4 MP +Bog (to exit, must pay normal bldg costs +bog/rubble, unless exiting through vehicle exit)	NA	1. RB bldg with •• 1 road entering it is a Factory. Normal Factory rules (B23.74) apply except as amended. 2. +1 Bog DRM. 3. Interior Walls similar to Rowhouses; block LOS (EXC: breach, rubble, possibly roofless). Can "bypass" except outside building. Can be breached by DC or AFV; see O5.331 for breach effects. If hexes on both sides of Interior Wall are rubble, Wall ceases to exist along that hexside. 4. No Cellars. 5. Gutted factory is roofless, can't catch fire. 6. All categories of Guns can set up in an RB Factory. See O5.6 for movement.
<b>Culvert</b>	LOS to ADJ locations only	0; FFMO Indirect Fire has no effect	2	NA	NA	1. D38/E39. Subterranean gully; open ground. No Crest status. Not a sniper target. No overstacking. See E1/923 for rules on subterranean units/Locations. 2. Only small INF/AT Guns, and MTRs, may be set up in/Manhandled INTO a culvert.
<b>Storage Tanks</b>	1 1/2 Level LOS obstacle	+1/+1	1	VBM only	VBM only	1. Gun cannot setup or enter. Unscalable. Can't catch fire. Not a bldg for any purpose.
<b>Railway Embankment</b>	1/2 level LOS obstacle	+2/+1	1 + COT	1 + COT	1 + COT	1. Treat as wall. No Roadblock allowed. 2. All units cross at 1 + COT with no Bog. 3. Exempts Straying as road/path/etc.

Terrain	LOS	TEM(ind)	Inf.	Fully Tracked	Half-track	Notes
<b>Debris</b>	Half-level LOS Hindrance, Inherent, Concealment	+1/+1 Case A TH DRM not doubled	1+COT	1/4 MP + Bog	NA	1. Hin. cum. w/Factory TEM/Hin. 2. No kindling, can't catch fire. Cleared like Fallen rubble (O3.2, B24.71), but contra B24.71, can't be totally Cleared. 3. +1 Bog DRM (add. +1 DRM for entry of factory location, if applicable). 4. Dash, road bonus, veh. road rate NA except via TB. 5. Fortifications possible unless other terrain prevents. Manholes usable.
<b>Roofless Factory Hex/ Factory Debris</b>	Factory Debris is Half-Level LOS Hindrance, Concealment	See Note 3.	1+COT	As regular Debris	NA	1. Not inherent; exists only in bldg. Unclearable. 2. Bldg. TEM applies to Direct Fire attack traced from outside Factory. 3. Indirect Fire and Fire from w/in Factory are subject to Factory TEM (+1) and Factory debris TEM (+1). Debris Hindrance cumulative with Roofless Factory Hex Hindrance. 4. EC & Weather apply to Roofless Factory Hex; see O5.441 for Wind/Smoke.
<b>Printed Rubble</b>	1/2 Level LOS obstacle, Inherent, Concealment	+2/+2 Wood +3/+3 Stone	3	1/2 MP allotment +Bog	NA	1. Only printed Rubble considered Fallen is that in road or gully Location (B24.71). Can't be totally cleared. 2. No Cellar Locations.
<b>RB Factories</b>	2 1/2 Level LOS obstacle w/ printed stairwell; 1 1/2 LOS obstacle w/o stairwell. No upper floors. +1 half-level Hindrance for LOS traced w/in factory	+3/+3 (if stone) for fire from outside factory; +1/+1 for fire from inside factory.	2 from outside factory; 1 w/in factory. 1 if through vehicle entrance	1/4 MP +Bog (to exit, must pay normal bldg costs +bog/rubble, unless exiting through vehicle exit)	NA	1. RB bldg with •• 1 road entering it is a Factory. Normal Factory rules (B23.74) apply except as amended. 2. +1 Bog DRM. 3. Interior Walls similar to Rowhouses; block LOS (EXC: breach, rubble, possibly roofless). Can "bypass" except outside building. Can be breached by DC or AFV; see O5.331 for breach effects. If hexes on both sides of Interior Wall are rubble, Wall ceases to exist along that hexside. 4. No Cellars. 5. Gutted factory is roofless, can't catch fire. 6. All categories of Guns can set up in an RB Factory. See O5.6 for movement.
<b>Culvert</b>	LOS to ADJ locations only	0; FFMO Indirect Fire has no effect	2	NA	NA	1. D38/E39. Subterranean gully; open ground. No Crest status. Not a sniper target. No overstacking. See E1/923 for rules on subterranean units/Locations. 2. Only small INF/AT Guns, and MTRs, may be set up in/Manhandled INTO a culvert.
<b>Storage Tanks</b>	1 1/2 Level LOS obstacle	+1/+1	1	VBM only	VBM only	1. Gun cannot setup or enter. Unscalable. Can't catch fire. Not a bldg for any purpose.
<b>Railway Embankment</b>	1/2 level LOS obstacle	+2/+1	1 + COT	1 + COT	1 + COT	1. Treat as wall. No Roadblock allowed. 2. All units cross at 1 + COT with no Bog. 3. Exempts Straying as road/path/etc.